16) Pointers.

without pointer.

let num1 = 5.

let num2 = num1

→ If we don't use pointer
then if we change num1
it doesn't change num2.

↦ with pointer

let object1 = {

                value : 11        ⟹ let obj1 = { value : 1 }

}

let obj2 = obj1              let obj2

obj1.value = 22.       we h changed this value

obj1 = 22              to 22 and object two
are both pointing to that
same object

→ If we don't point any pointer to the value Js will put into
garbage collection. and it will remove that.